

Figure 3 is a top view of score manipulation members of the game, with the scoring indicia thereof exposed to view;

Figure 4 is a top view of a score sheet of the game, completed in an exemplary manner after a player's turn; and

Figure 5 is a flow chart illustrating the steps used in the preferred method of playing the game.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

In Figure 1, the preferred embodiment of the word game of the invention, designated generally by reference numeral 20, is shown. Figure 5 illustrates major steps used in playing the game 20. The word game 20 includes a plurality of letter indicator members in the form of eight six-sided dice 22, each having letter indicia 24 marked on the sides thereof. The letter indicia designated generally by numeral 24 is either a selected letter 24a of the alphabet or a blank 24b which indicates that a choice of letter is provided. Each letter indicia 24 is assigned a predetermined point value. In the case of a blank, the point value is 0. The game 20 also includes a plurality of oval-shaped score manipulation members 26 which, at the start of the game, are arranged in a random order in respective recesses 27 of track 28 of a game board 30. The score manipulation members 26 each have scoring indicia designated generally by reference numeral 32 which, at the beginning of the game, are placed face down in a corresponding recess 27. The scoring indicia 32 is shown in Figure 3 and will be described below.

A marked-up version of the above paragraphs showing the amendments which have been made is enclosed.

IN THE CLAIMS

Please replace claims 1, 8 and 13 with the following amended claims 1, 8 and

13: